



# King Grol

medium ♦ humanoid (goblinoid) ♦ chaotic evil

## DESCRIPTION

King Grol is a grey creature. His throne is made of common and precious metals, hammered together through sheer force rather than skill. He wears a polished crown and a bright velvet cape, but still he is a grey creature. White fur, tall but stooped, broad but stiff, strong but old. His eyes are sharp and calculating. His voice is loud and commanding.

## TACTICS

King Grol is meant to be a commander, so his main strength is his allies — he's not very strong by himself. Ideally you want to get his Focus Fire ability out early, then blast Fight Like A Gob whenever it's available. The player's best strategy would be to take out the weaker goblin combatants ASAP, then focus on King Grol.

## TRAITS

### ◆ Brute

A melee weapon deals one extra die of its damage when the bugbear hits with it (included in the attack).

### ◆ Heart of Hruggok

The bugbear has advantage on saving throws against being charmed, frightened, paralyzed, poisoned, stunned, or put to sleep.

## ABILITIES

### ◆ Scepter

Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (2d4 + 2) piercing damage.

### ◆ Focus Fire!

King Grol yells a command to his allies to focus fire by marking a target within 60ft of King Grol. All attacks by King Grol's allies against the marked target have advantage. This effect lasts for 1 minute or until King Grol marks another target.

### ◆ Fight Like A Gob! (recharge 5-6)

King Grol commands his allies to strike. Roll a D4 to determine how many of King Grol's allies respond to his orders. This number of King Grol's allies may expend their reaction to make a single melee weapon attack each. *(This is a rechargeable attack — so roll a D6 at the start of King Grol's turn to determine whether it recharges, which would be on a 5 or 6.)*

HIT POINTS <b>45</b>	ARMOUR <b>14</b>
INITIATIVE <b>+2</b>	SPEED <b>25</b>
	FLY <b>—</b>
	SWIM <b>—</b>
	BURROW <b>—</b>

<b>+2</b>	STRENGTH SAVE
<b>+2</b>	DEXTERITY SAVE
<b>+1</b>	CONSTITUTION SAVE
<b>+0</b>	INTELLIGENCE SAVE
<b>+0</b>	WISDOM SAVE
<b>+0</b>	CHARISMA SAVE

STR <b>+2</b> 15	DEX <b>+2</b> 14	CON <b>+1</b> 13
INT <b>+0</b> 10	WIS <b>+0</b> 11	CHA <b>+0</b> 10

PASSIVE PERCEPTION	<b>10</b>
<b>60</b> DARKVISION	TREMORSENSE <b>—</b>
<b>—</b> BLINDSIGHT	TRUESIGHT <b>—</b>

### SKILLS

- +2** Acrobatics (Dex)
- +0** Animal Handling (Wis)
- +0** Arcana (Int)
- +2** Athletics (Str)
- +0** Deception (Cha)
- +2** History (Int)
- +0** Insight (Wis)
- +2** Intimidation (Cha)
- +0** Investigation (Int)
- +0** Medicine (Wis)
- +0** Nature (Int)
- +0** Perception (Wis)
- +0** Performance (Cha)
- +0** Persuasion (Cha)
- +0** Religion (Int)
- +2** Sleight of Hand (Dex)
- +6** Stealth (Dex)
- +2** Survival (Wis)

### LANGUAGES

Common, Goblin